

# DIGITAL COMPOSITOR

\* JIM TUCKER \*

## DIGITAL FILM COMPOSITING, ANIMATION & GRADING

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LIVE WIRE LOS ANGELES

**PHOTOSHOP** **IMAX FILM: "MAGNIFICENT DESOLATION"**  
Tiling hi-res NASA lunar photos (14-17) into a 36K by 6K panorama for stereo camera mapping.

FILM ROMAN LOS ANGELES

**FLAME, COMBUSTION** **FEATURE FILM: "DEMON HUNTER"**  
Wire - rig removal.

LOWREY DIGITAL BURBANK

**IRADAS: SPEEDGRADE** **FEATURE / EPISODIC COLOR GRADING**  
Meta data script creation of color grading parameters using Speedgrade, for final rendering on a 600 Mac dual G-5 render cluster.  
**IMAGICA SCANNER (IMAGER XE ADVANCED)**  
Scanning of neg and IP at 2K and 4K

i/o FILM BURBANK

**COMBUSTION** **FEATURE FILMS: "SHAOLIN SOCCER", "HAVANA NIGHTS"**  
Chinese to English sign replacement, tracking, compositing, rotoscoping; extreme scratch removal.

THE POST GROUP TORONTO

**COMBUSTION** **FEATURE FILM: "ROUGH AIR"**  
Film title temps, design and compositing.

MENACE EFX LOS ANGELES

**SHAKE** **FEATURE FILM: "MONKEY BONE"**  
Rotoscoping and green screen compositing.

DIGISCOPE LOS ANGELES

**INFERNO** **FEATURE FILM: "VOLCANO"**  
Multi-layer green screen compositing + **SAPPHIRE SPARKS** animation software.

COMPUTER FILM COMPANY (CFC) LONDON

**FLINT** **FEATURE FILM: "MUPPET TREASURE ISLAND"**  
Film temps for feature.

FOR CINERGI / MASS ILLUSION @ IMAGE GROUP NEW YORK

**FLAME** **FEATURE FILM: "JUDGE DREDD"**  
Anamorphic compositing of green screen material, rotoscoping for Cinemascope output.

R/GREENBERG (RGA/LA) LOS ANGELES

**COMPOSER** **FEATURE FILM: "IMMORTAL BELOVED"**  
Compositing and Icon Productions film company logo preceding film. Output to 1:85 and Cinemascope

# EDITOR - COMPOSITOR

**\* JIM TUCKER \***

**HD / SD TELEVISION**  
**FINISHING, COMPOSITING & ANIMATION**

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**Hollywood, California 9 0 0 7 8**

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TIGAR-HARE STUDIOS LOS ANGELES

**DIGITAL FUSION** **GAME CINEMATICS**

Compositing, FX integration, color grading to match elements and scene to scene matching.

HERRING BROADCASTING / WEALTH TV SAN DIEGO

**SMOKE 6 HD / TESRO** **LIFESTYLE CABLE CHANNEL** **SAPPHIRE SPARKS**

HDTV (1080i) show assembly, open & bumper animated builds, online EFX editing.

LEVEL 3 POST BURBANK

**FLAME** **MUSIC VIDEO "AWOL"**

Green screen compositing, rotoscoping, color correction, **SAPPHIRE SPARKS**.

RUDAS GROUP DUSSELDORF

**INFERNO** **SPOTS / TVC**

Commercial spots for German television.

For TITLE HOUSE @ HOLLYWOOD DIGITAL HOLLYWOOD

**INFERNO** **SPOTS / TVC**

Four-walled bay for Hassboro Toys :30 spot.

BIPACK HOLLYWOOD

**FIRE** **DOCUMENTARY: "GET BRUCE"**

Editorial finishing (from 6 formats) of 74 minute piece bumped to 35mm for **SUNDANCE**

FOX FAMILY CHANNEL BURBANK

**SMOKE** **ON AIR PROMOS**

Editing :15 & :30 **PROMOS** with efx for air.

DIGITAL UNIVERSE SANTA MONICA

**FLAME** **MUSIC VIDEO for Mary Wilson**

Wire removal, compositing and efx animation.

DREAMWORKS INTERACTIVE LOS ANGELES

**FLINT** **VIDEO GAME: "GOOSEBUMPS"**

Multi-layer compositing and EFX animation for interactive video game.

VIDEO COPY COMPANY (VCC) HAMBURG

**FLAME** **SPOTS / TVC**

Commercials for German market and staff training.

<u>ARTE MEDIA</u>	<u>BERLIN</u>
<b>FLAME</b>	<b>CORPORATE</b>
Multi-layered video for Minolta at CeBit European trade show	

<u>MEDOX MEDIAN</u>	<u>DUSSELDORF</u>
<b>FLAME</b>	<b>SPOTS / TVC</b>
Episodic TV show open for ZDF network Germany	
Feature film script breakdowns for EFX bidding.	

<u>SONY HIGH-DEFINITION TELEVISION CENTER</u>	<u>CULVER CITY</u>
Arc Image Paint & Compositing software / SGI <b>ONYX</b> . Sony High-Def digital, analog tape machines, frame stores, down converters, signal processing.	
Set-up & led review of 30 vendors' software for SGI platform.	
Participated in recommendations & training in above software. Unix intensive	

## 3-D

<u>S T &amp; O</u>	<u>COPENHAGEN</u>
<b>WAVEFRONT</b>	<b>SPOTS / TVC</b>
Team participation in 5 :30 spots (3D / <b>WAVEFRONT</b> ) for commercial TV station in Denmark. Modeling, animation, lighting, rendering. Unix intensive.	

<u>MENTAL IMAGES</u>	<u>BERLIN</u>
<b>WAVEFRONT</b>	<b>SPOTS / TVC</b>
Gathered first American team (4) for new CG company. Worked w/ team on 3 min. + full 3D company demo taking prizes at <b>NCGA, NICOGRAPH, SIGGRAPH</b>	
Modeling, set-up Pantone color match system, handled sys-op duties, video i/o functions, back-ups.	

<u>ROBERT ABEL &amp; ASSOC.</u>	<u>HOLLYWOOD</u>
<b>SPOTS / TVC</b>	
Sys-op & support TD	
Encoded data for modeling, used Polhemus 3D digitizer, file conversions, script editing, data massage, move tests, animatics & wedges.	
Ran film recorder, managed film lab i/o, tape archive. Unix intensive.	

## Training

<u>MAYA 3D LIGHTING / RENDERING TRAINING @ GNOMON</u>	<u>HOLLYWOOD</u>
10 week comprehensive course	

<u>SHAKE TRAINING @ GNOMON</u>	<u>HOLLYWOOD</u>
10 week comprehensive course	

<u>MAYA TRAINING @ DHIMA INSTITUTE</u>	<u>SANTA MONICA</u>
9 months of night classes on Maya 3D software	

<u>INFERNO, FLAME, SMOKE @ DISCREET LOGIC</u>	<u>SANTA MONICA &amp; LONDON</u>
1 week update courses every few years	

<u>INFERNO / FIRE UPDATES NAB 2005 / 04 / 03 @ FXGUIDE SEMINARS</u>	<u>LAS VEGAS</u>
Advanced seminars for key feature updates on latest software.	

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